cloudy_sky

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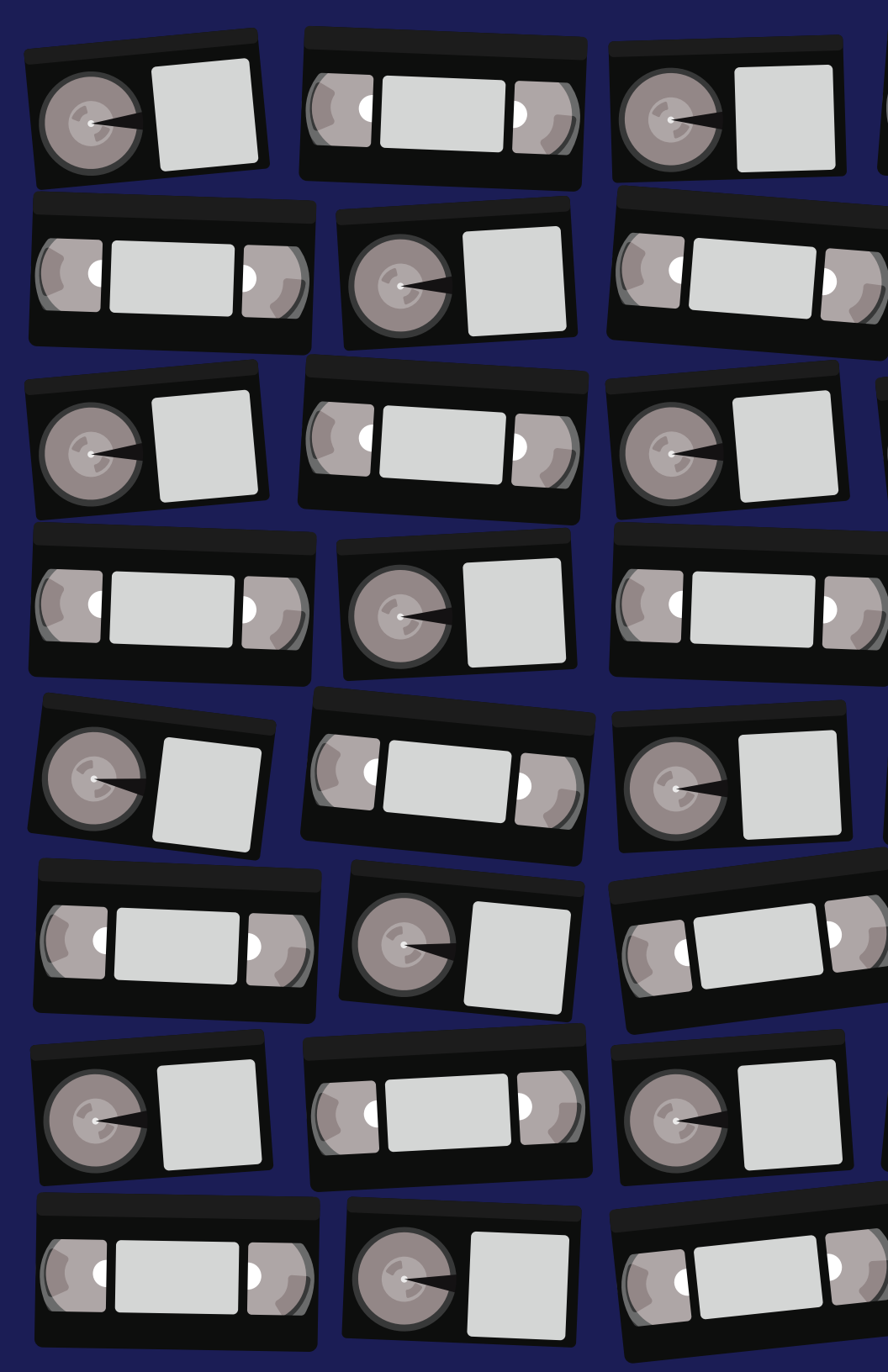

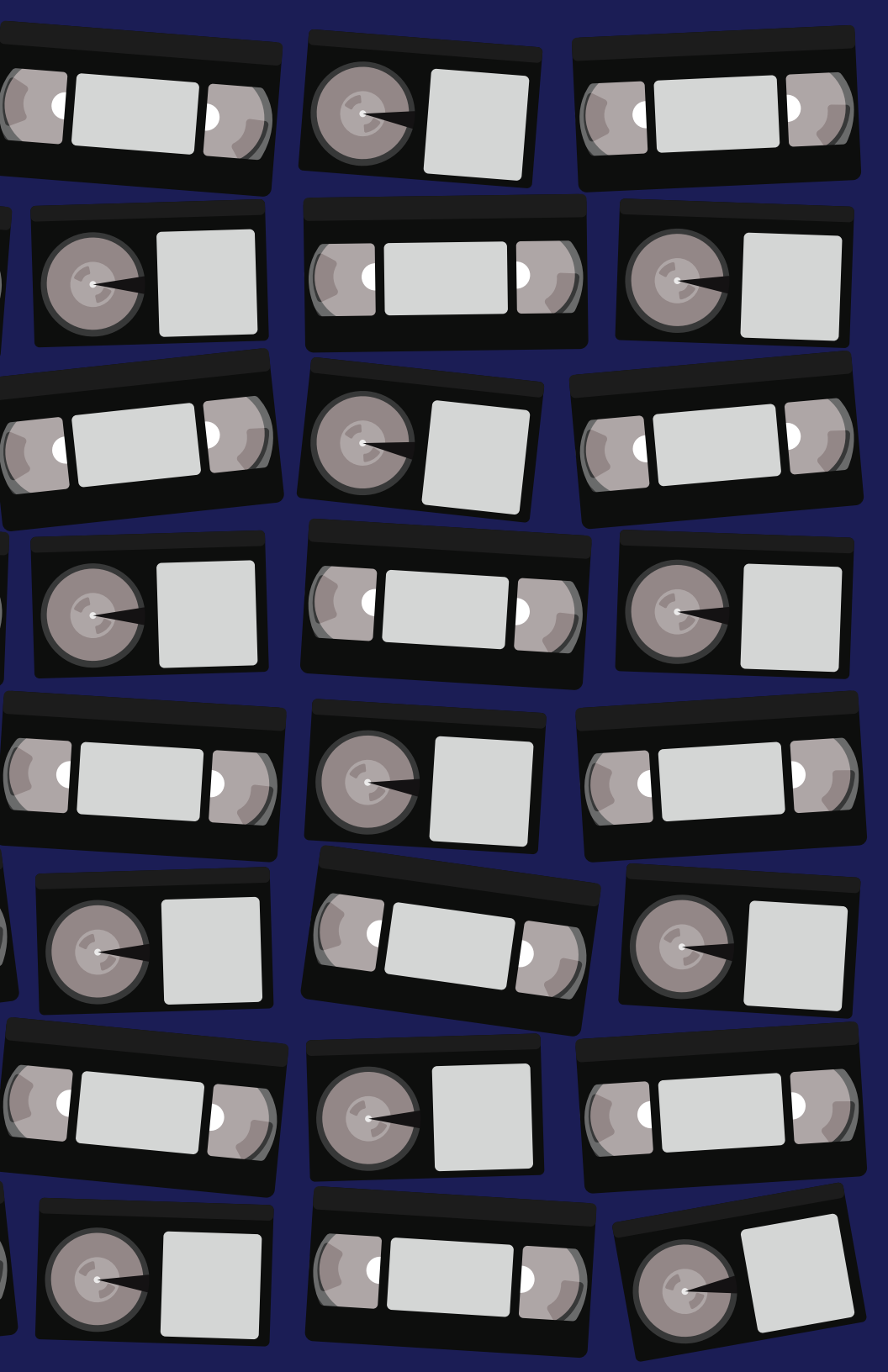

Special thanks to Brock for showing me how to use this god awful “program”
and
The Lins pharmacy for filling my HRT perscription right *MOST* of the time

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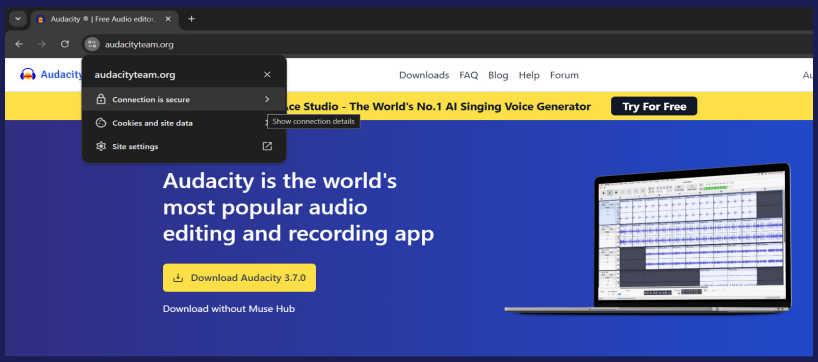
Arranged by @cloudy_sky3s
All art made by me too :D
Made using Adobe InDesign & Illustrator

PAUSE II

Downloading Audacity

One of the easiest steps. Just go to your favorite browser and look up "Audacity Download." Make sure the website is safe first though. Below is a picture of the Audacity homepage as of 2024.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Audacity is the world's most popular audio editing and recording app
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Bitmap & Tif

These are the two file formats you will use. They both produce slightly different results as show in later pages. Bitmap or BMP files are easier to make however because they can be made in MS Paint. TIF files can be made in photoshop.

GET BENT

Saving a .BMP

Find your picture and do as follows

Right click on the image > Open With > Paint > File > Save As > BMP Picture

Boom you're done and can skip to importing this to Audacity.

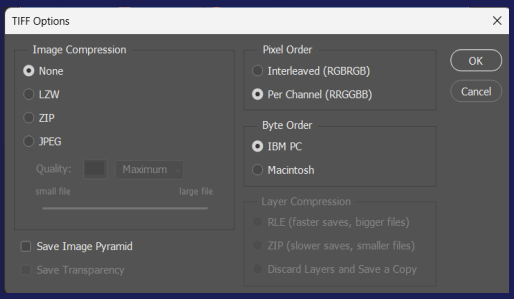
Saving a .TIF

TIF is a little more complicated so I'll include pictures, but I love it just as much, anyways find your picture and do as follows.

Right click on the image > Open With > Photoshop > File > Save As > Find the TIFF/TIF option in the drop down

A crazy menu will pop up just make sure the following is selected

Image Compression: None
Pixel Order: Per Channel (RRGGBB)
Byte Order: It won't effect anything



PAUSE II

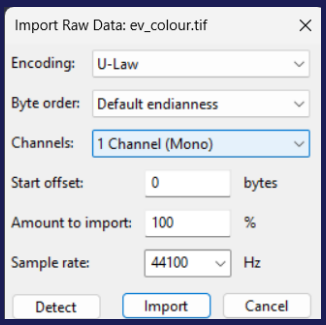
Importing the BMP/TIF into Audacity

With your new copy of Audacity and file knowledge it's time to bring it into the program and start having fun and messing stuff up.

On the first time you load up the program you get the normal new program fancy pop-ups feel free to clear these away (Or don't I'm not your mom) until you see the DAW (Digital Audio Workspace) with nothing obstructiong it and do as follows

File > Import > Raw Data

A menu will pop up and the following are the settings you should put in the menu



GET BENT

Limits and File Headers

There is some things you should know first before you fully jump into databending.

A file header is a chunk of data at the start of a file telling the computer how to handle the content of the file. Since we are messing with raw data that means headers. **It is very important the header is not messed with in any way or the file will fully corrupt**. Every header is slightly different so I can't show examples but zoom in on the start of the data and you should see a part where it starts to look like noise. Split the clip and do not mess with the header.

Bitmaps are interesting because of their special ways they interact with the program. Unlike the TIF file **BMP needs the same or more data than you started off with or it will not open and fully corrupt**.

Tif has no similar minimum data issues. Go crazy and delete as much as your heart (and mouse) desires!

This also seems obvious but the bigger the file the longer the track. The longest i've seen was a little over 2 hours.

PAUSE II

Messing with the file in Audacity

You wont need to know much of Audacity's controls for this but here are the basics.

Right Click - Brings up Copy & Paste options, Splitting audio and Pitch + Speed options

Left Click text above the waveform - Selects all the audio in that section. It's helpful for big files or messing things up very quick

Left Click & Drag - Selects the audio and will be highlighted blue. Effects will only apply to the selected part

Effect Tab - Here is where the fun happens. Every effect does something different to the file so go wild. The effects also change whether you are using a BMP or TIF file

Bringing it back to a picture

Now that you have had your fun it's time to bring the raw data to something you can actually see. Use the following instructions and pictures for reference.

File > Export Audio

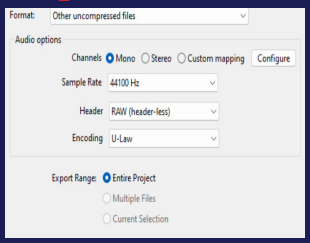
In this menu select these options

File Name: Use naming system on the next page
Folder: I would recommend making a databending specific one
Format: Other Uncompressed Files

In the audio options sub-menu select these options

Channel: Mono
Header: Raw Headerless
Encoding: U-Law

Once you have done this **you must change the .RAW extenstion in the File Name to .BMP or .TIF depending on what you started with. Make it match with starting file or the image will not**



PAUSE II

Stable Image

To save a stable version of the TIF/BMP save it as a copy and choose JPEG or PNG format

Cool Techniqes

• Rotate the picture 90 degrees. The glitching is only affecting straight lines so this adds a new direction to mess with.

• Add multiple images. This follows the same import steps as the base image but will show up as a track below the current. Combining pictures is a really cool look but has some rules. First **both pictures must be the same pixel size and orentation** and **they both must be the same file extention**. BMP with BMP, TIF with TIF when frankensteining files.

• Switch between BMP and TIF. Once you feel content with one version of a file, turn it into a stable file then make it the oppisite file type for new glitch effects

GET BENT

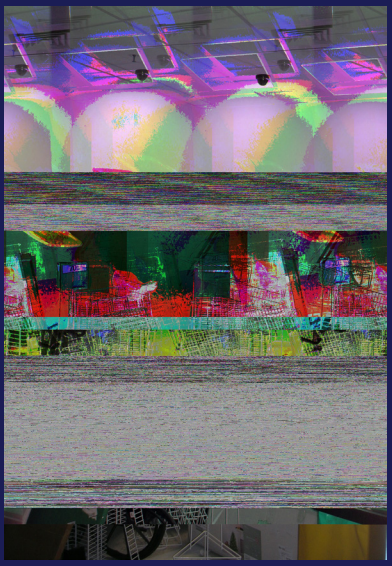
Save as you bend

Much like any other program you should be saving alot because in order to have the best shot to get a result you like save after every modification or two. Things can change really quick so it's good to save very often.

I would reccomend saving them as "FILENAME_VERSION#" because things get busy quick.

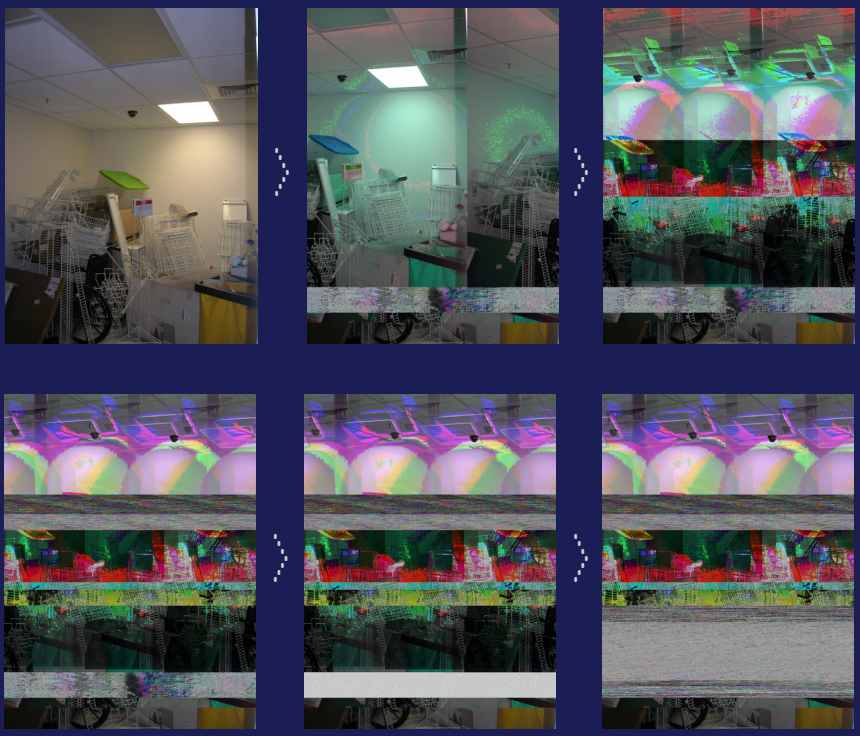
START

END



PAUSE II

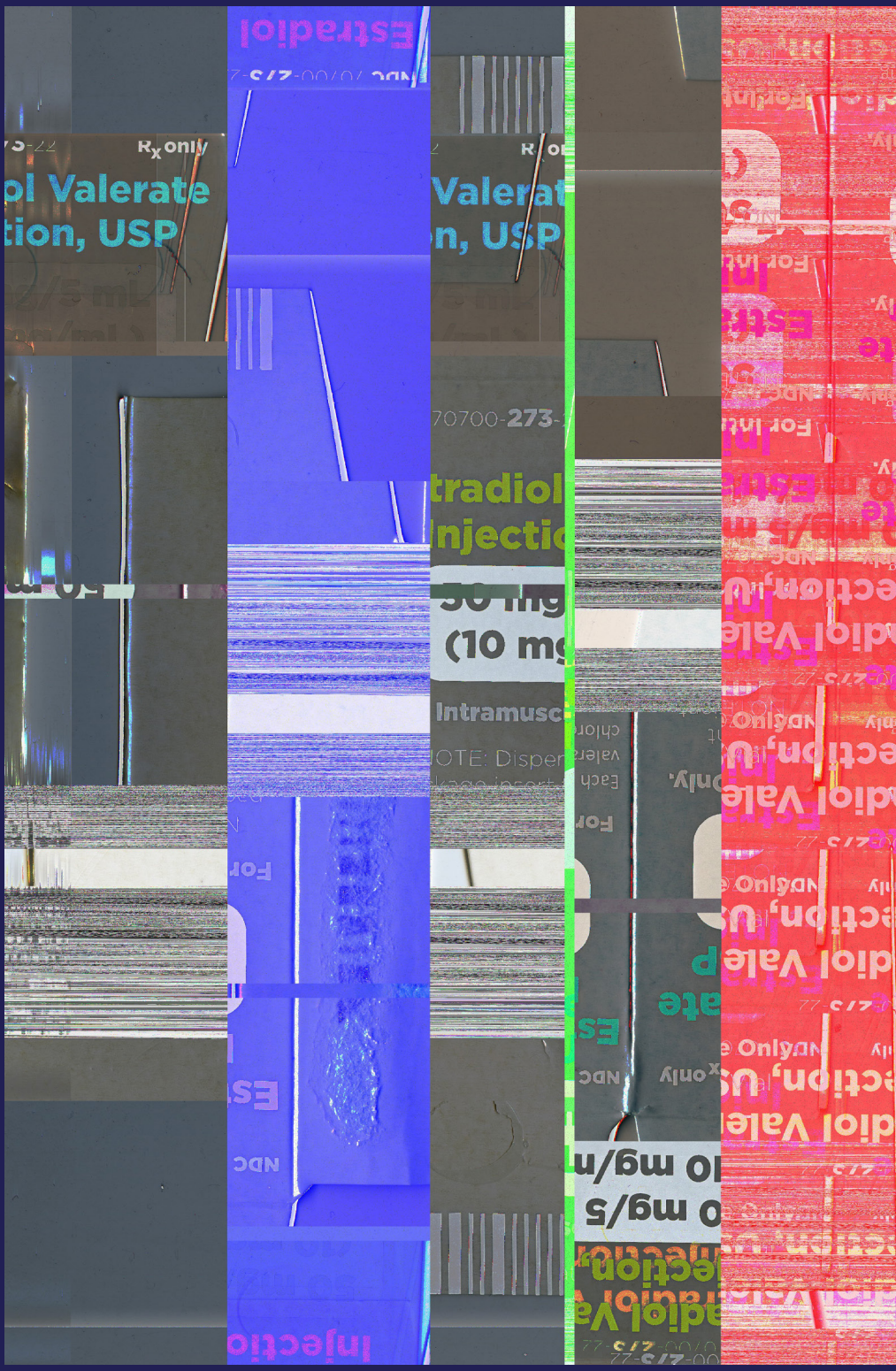
Saving Examples



My Examples

The last few pages are going to be some of my favorites that i have made so far. I hope you will have as much fun as I did making them. Thanks for reading!

GET BENT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